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1 [Toward adaptive conversational interfaces: Modeling speech convergence with animated personas](#)



Sharon Oviatt, Courtney Darves, Rachel Coulston

September 2004 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 11 Issue 3

Publisher: ACM Press

Full text available: [pdf\(1.15 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The design of robust interfaces that process conversational speech is a challenging research direction largely because users' spoken language is so variable. This research explored a new dimension of speaker stylistic variation by examining whether users' speech converges systematically with the text-to-speech (TTS) heard from a software partner. To pursue this question, a study was conducted in which twenty-four 7 to 10-year-old children conversed with animated partners that embodied different ...

Keywords: Adaptive interfaces, amplitude, animated characters, children's educational software, communication accommodation theory, conversational interfaces, dialogue response latency, duration, human-computer adaptation, individual differences, mobile interfaces, social metaphors, speech recognition, text-to-speech

2 [Integration Discontinuity: Interfacing Users and Systems](#)



Clifford E. Wulfman, Ellen A. Isaacs, Bonnie Lynn Webber, Lawrence M. Fagan

July 1988 **ACM SIGCHI Bulletin**, Volume 20 Issue 1

Publisher: ACM Press

Full text available: [pdf\(218.21 KB\)](#) Additional Information: [full citation](#), [abstract](#)

Cognitive work load is a significant factor for users of sophisticated computer systems in stressful situations such as that of military mission planning. The human-computer interface to a sophisticated system should ideally be simple and natural to use, require a minimal learning period, present output in a form that best conveys information to the user, and reduce cognitive load for the user. In pursuit of this ideal, the Intelligent Multi-Media Interface project is devoted to the development ...

3 [Nomadic radio: speech and audio interaction for contextual messaging in nomadic environments](#)



Nitin Sawhney, Chris Schmandt

September 2000 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 7


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1 [Artificial neural networks as cognitive tools for professional writing](#)



Patricia A. Carlson

 September 1990 **ACM SIGDOC Asterisk Journal of Computer Documentation ,
Proceedings of the 8th annual international conference on Systems
documentation SIGDOC '90**, Volume 14 Issue 4

Publisher: ACM Press

 Full text available: [pdf\(1.35 MB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Computers are cognitive tools — they extend the capabilities of the human mind. Paper and pencil are also cognitive tools — they enhance human memory by acting as a permanent record, and they mediate the formation of thought by serving as a scratchpad or rehearsal device. However, there is a qualitative difference between these cognitive tools: the computer as a writing environment can become an active participant in the process while paper and pencil mu ...

2 [Speech II: A description of the VESPRA speech processing system](#)

Rolf Haberbeck

 August 1986 **Proceedings of the 11th coference on Computational linguistics**

Publisher: Association for Computational Linguistics

 Full text available: [pdf\(118.49 KB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#)

The VESPRA system is designed for the processing of chains of (not connected utterances of) wordforms. These strings of wordforms correspond to sentences except that they are not realised in connected speech. VESPRA means: Verarbeitung und Erkennung gesprochener Sprache (processing and recognition of speech). VESPRA will be used to control different types of machines by voice input (for instance: non critical control functions in cars and in trucks, voice box in digital telephone systems, text p ...

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1 [Voice: technology searching for communication needs](#)



Arlene Aucella, Robin Kinkead, Anna Wichansky, Chris Shmandt

 May 1986 **ACM SIGCHI Bulletin , Proceedings of the SIGCHI/GI conference on Human factors in computing systems and graphics interface CHI '87,**
 Volume 17 Issue SI

Publisher: ACM Press

Full text available: pdf(323.64 KB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Voice technology is just beginning to gain a foothold in the information processing world. Applications such as voice mail, credit verification, order entry and airline reservation systems are slowly being introduced. Critics of voice systems frequently point out their limitations with little understanding of their power or advantages. One key determinant of the success or failure of voice systems is the USER INTERFACE. It is important that the dialogue structure, prompts, system feedback a ...

2 [Artificial neural networks as cognitive tools for professional writing](#)



Patricia A. Carlson

 September 1990 **ACM SIGDOC Asterisk Journal of Computer Documentation , Proceedings of the 8th annual international conference on Systems documentation SIGDOC '90,** Volume 14 Issue 4

Publisher: ACM Press

Full text available: pdf(1.35 MB)

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3 [Machine translation and tools: Zero pronoun resolution in a Japanese to English machine translation system by using verbal semantic attributes](#)



Hiromi Nakaiwa, Satoru Ikehara

 March 1992 **Proceedings of the third conference on Applied natural language processing**
Publisher: Association for Computational Linguistics

Full text available: pdf(821.75 KB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)


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Terms used **voice conversion text**

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1 [Arts short papers poster session 1: Talk2Me: the art of augmenting conversations](#)

Ann Morrison, Peta Mitchell, Ralf Muhlberger

 October 2006 **Proceedings of the 14th annual ACM international conference on Multimedia MULTIMEDIA '06**

Publisher: ACM Press

Full text available: pdf(491.47 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper describes an interactive installation work set in a large dome space. The installation is an audio and physical re-rendition of an interactive writing work. In the original work, the user interacted via keyboard and screen while online. This rendition of the work retains the online interaction, but also places the interaction within a physical space, where the main 'conversation' takes place by the participant-audience speaking through microphones and listening through headphones. The ...

Keywords: MOO, co-authoring, critical technical practices, dome, engagement, interactive installation, interactive writing, locative

2 [Toward adaptive conversational interfaces: Modeling speech convergence with animated personas](#)

Sharon Oviatt, Courtney Darves, Rachel Coulston

 September 2004 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 11 Issue 3

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Full text available: pdf(1.15 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

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John Colter, Netscape Navigator

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